PistolHeart

A WESTERN CAMPAIGN SUPPLEMENT FOR DAGGERHEART

BY CARLOS CISCO

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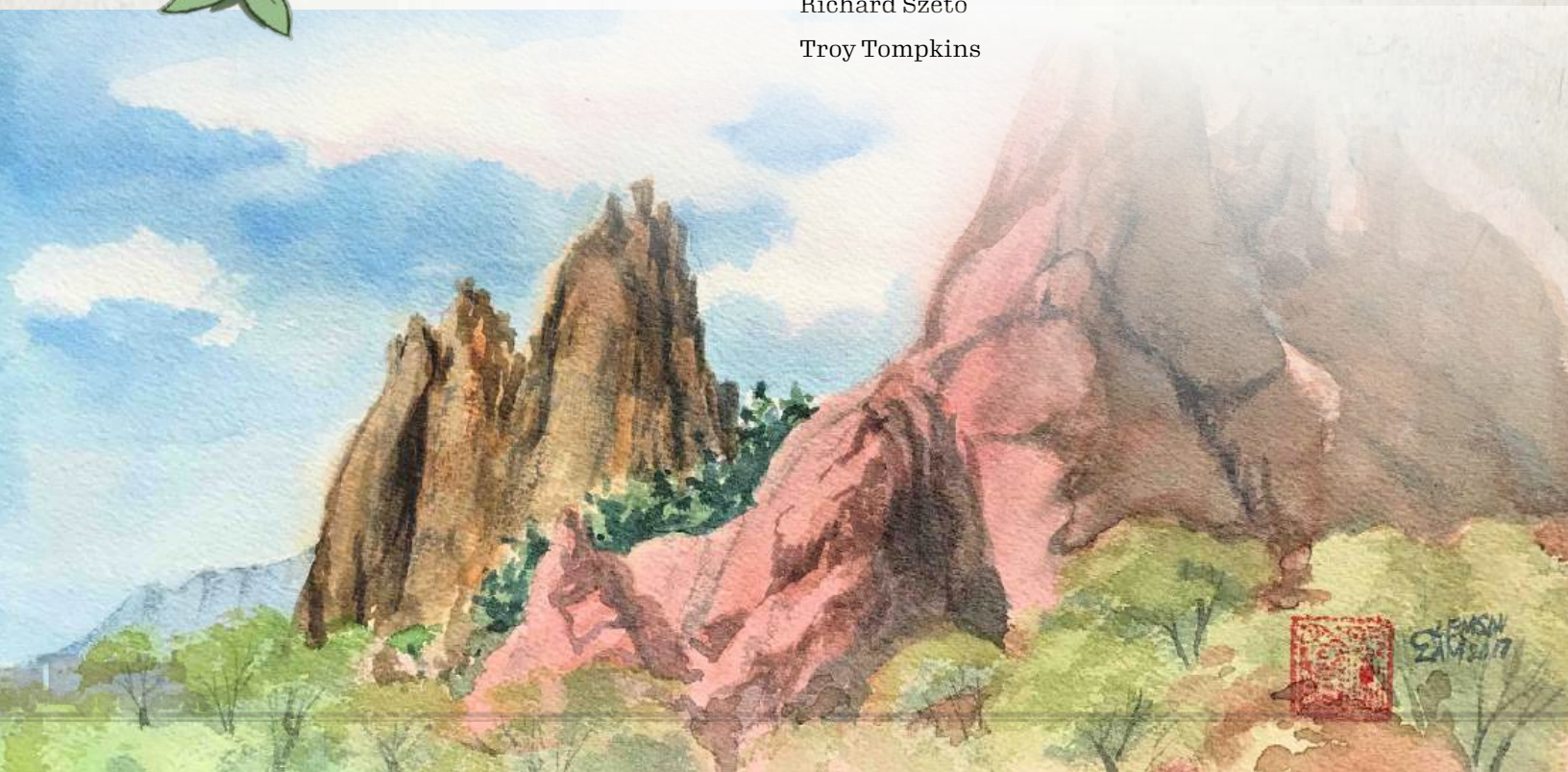

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PistolHeart

A WESTERN DAGGERHEART CAMPAIGN SUPPLEMENT

Whether you're a GM wanting to inject some Western set pieces into your campaign, or a player who is dying to embody the iconic gunslinger central to the genre, Pistolheart is for you. With five gunslinging subclasses, an armory of new firearms, and a pair of event environments to add a bit more gunsmoke and grit to your Western campaigns, Pistolheart adds a few more bullets to your cylinder.

THE GUNSLINGERS

Contained within are five subclasses for the guardian, ranger, rogue, seraph, and warrior, each embodying a different Western archetype. The Breacher guardian is a shotgun-toting, dynamite-tossing hooligan who sings when surrounded by large groups of foes. The Longbarrel ranger snipes their foes from afar, and assists their allies with focused precision. The Outlaw rogue is always on the move, disappearing in a cloud of gun smoke after they strike. The Marshal seraph metes out frontier justice, and lends their abilities to their posse. Finally, the warrior who answers the Call of the Pistolero finds no equal in a quick draw and is known for their impossible shots.

While they all embody different Western archetypes, the mastery feature for each subclass grants a unique boon while mounted—a hat tip to the narrative importance of a mount to the genre.

GUARDIAN ◆ BREACHER

FOUNDATION FEATURES

Boom Stick: **Mark a Stress** to choose a point within Close range. Make an attack roll against all creatures in a Very Close area around the point. On a success, you deal **d6+4** physical damage using your Proficiency.

Doorkicker: No door can hold you. You have advantage on action rolls to break down obstacles.

SPECIALIZATION FEATURES

Hit Me!: **Spend a Hope.** Until the end of the scene, or until you take Severe damage, creatures within Melee range of you must **mark a Stress** to target a creature other than you.

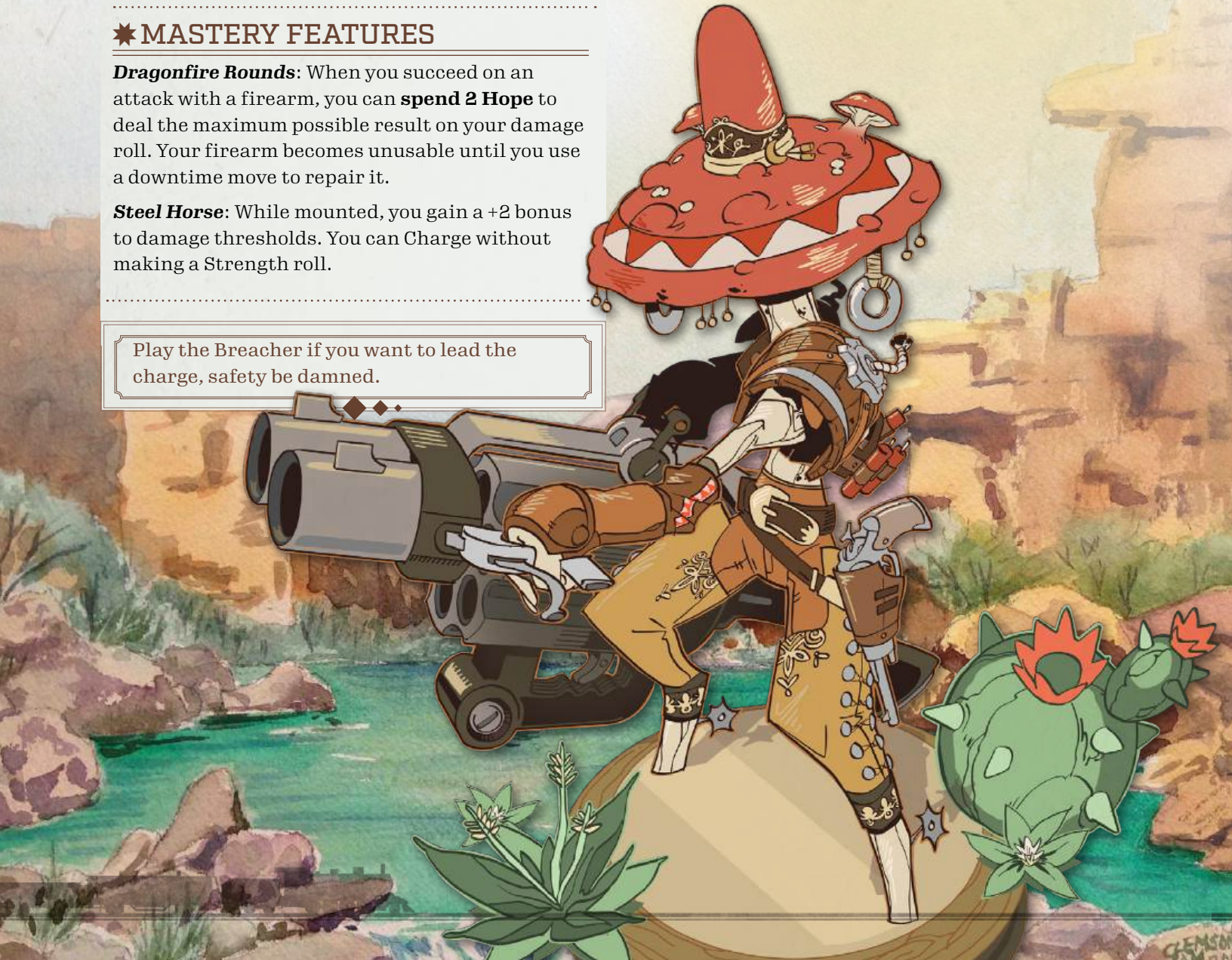
Explosive Hope: **Gain a Hope** when you damage three or more creatures with a single attack.

MASTERY FEATURES

Dragonfire Rounds: When you succeed on an attack with a firearm, you can **spend 2 Hope** to deal the maximum possible result on your damage roll. Your firearm becomes unusable until you use a downtime move to repair it.

Steel Horse: While mounted, you gain a +2 bonus to damage thresholds. You can Charge without making a Strength roll.

> Play the Breacher if you want to lead the charge, safety be damned.



RANGER ◆ LONGBARREL

SPELLCAST TRAIT

Instinct

FOUNDATION FEATURES

Tag 'em: You can **mark a Stress** when you deal damage to a target at Close range or farther to make it temporarily *Vulnerable.*

Eagle Eye: You have a bonus equal to your Proficiency on action rolls to see things at great distances.

SPECIALIZATION FEATURE

Spotter: When you Help an Ally who is at Close range or farther, your advantage die becomes a **d8**.

MASTERY FEATURES

Reaper Round: When you deal Severe damage, you can **spend a Hope** to make the target mark a Hit Point, mark a Stress, and become temporarily *Vulnerable.*

Pale Rider: While mounted, you gain a +2 bonus to damage rolls. You can use Spurs without making an Agility roll.

Play the Longbarrel if you prefer to keep your distance, striking foes down before they know you're there.

SERAPH ◆ MARSHAL

✸ SPELLCAST TRAIT

Strength

✸ FOUNDATION FEATURES

Deputize Posse: Once per long rest, you can **spend a Hope** to place 3 tokens on this card. You or another PC can spend a token instead of spending a Hope to Help an Ally.

Frontier Justice: **Spend a Hope** and make a Spellcast Roll against a target within Close range. On a success, they are temporarily *Restrained* by a spectral lasso. You can **mark a Stress** to pull a lassoed target into Melee range.

✸ SPECIALIZATION FEATURES

Long Arm of the Law: Targets that break free from your spectral lasso become *Wanted*. *Wanted* creatures cost an additional Fear to spotlight and clear *Wanted* when they take it.

Wanted Poster: You can **spend 2 Hope** to make a creature within Far range *Wanted*.

✸ MASTERY FEATURES

Dead or Alive: When you attack a *Wanted* creature, you can roll a **d20** as your Hope Die. When allies within Close range of you attack a *Wanted* creature, they can roll a **d20** as their Hope Die.

Tireless Pursuit: While mounted, when you make an action roll to pursue a target, you can mark a Stress to turn a success with Fear into a success with Hope, or a failure with Hope into a success with Fear.

Play the Marshal if you want you and your posse to bring law and order to wild lands.

ROGUE ◆ OUTLAW

SPELLCAST TRAIT

Agility

FOUNDATION FEATURES

Gunsmoke: When you succeed on an attack roll with a firearm, you can **spend a Hope** to become *Cloaked* in gunsmoke. While *Cloaked*, you remain unseen if you are stationary when an adversary moves to where they would normally see you. When you move into or within an adversary's line of sight or make an attack, you are no longer *Cloaked*.

On the Lam: Once per short rest, when you make a downtime move, you can roll **1d6** instead of **1d4**.

SPECIALIZATION FEATURE

Run and Gun: When you succeed on an Agility roll to move to Far range, you can **mark a Stress** to deal **d4+6** physical damage, using your Proficiency, to a target in range of where you end your movement.

Secret Weapon: When you finish a long rest, choose one primary weapon to make *Secret*. A *Secret* weapon can't be discovered in a search or removed from your person. You can swap to a *Secret* weapon without paying the Stress cost. Once equipped, the weapon loses *Secret*.

MASTERY FEATURES

Blackhat's Reckoning: When you Risk It All and roll with Hope, you can either:

- Treat the Risk it All roll as if it were a critical success.
- You and each PC within Close range clear a number of HP and Stress equal to your Hope roll, divided equally among each PC.

Hard to Catch: While mounted, you have a +1 bonus to Evasion. You can **spend a Hope** instead of marking a Stress to use Serpentine.

Play the Outlaw if you're always on the move, one step ahead of your foes.

WARRIOR ◆ CALL OF THE PISTOLERO

✸ FOUNDATION FEATURES

Quickdraw: When you have a pistol or revolver equipped, you can **mark a Stress** to use Attack of Opportunity on a target within range that moves out of Melee range of another PC.

Fan The Hammer: When you have a pistol or revolver equipped, you can **spend a Hope** to target an additional adversary in range with the same attack roll.

✸ SPECIALIZATION FEATURE

Trick Shot: Once per scene, you can ignore line of sight when making an attack roll with a pistol or revolver. Additionally, in a moment of calm, you can **spend a Hope** to gain advantage on an action roll that uses a pistol or revolver to affect the scene, such as severing a rope or knocking an item out of someone's hand.

✸ MASTERY FEATURES

Blackjack Bullet: Before you make an attack roll, with a pistol or revolver, you can **spend a Hope** to add your Finesse to the Duality Die that rolls lower, changing the result. If the result is 21, treat the attack as a critical success.

Saddlebags: Once per rest, while mounted, you can swap a card into your loadout without paying the Recall Cost. While mounted, you can swap weapons with no Stress cost.

Play the Call of the Pistolero if you want to live by the gun, and make your enemies die by it.

OPTIONAL RULES FOR MOUNTED PCS

While Westerns are riddled with gun-slinging outlaws, corrupt sheriffs, and vigilant marshals out for justice, the thing that binds them all together is their horses. As iconic to the genre as a pistol or a lasso, rarely does a dusty old Western tale not feature a horse. But this is Daggerheart. There ain't no Story Sheriff here, and whatever strange critter a PC feels fit to sling a saddle over is between them and their GM. But iffin' you fancy a guiding hand to unlock the potential of your mounted companion, look no further than below.

- Mounts don't have their own stats and can't be targeted by adversaries. Exceptions to this are PCs mounted on creatures with their own stat blocks, such as a ranger's animal companion, or a druid in Beastform.
- Mounts can suffer consequences as a result of a PC rolling with **Fear.**
- A mounted rider automatically succeeds on rolls to outrun or catch up to someone on foot.
- Once per long rest, a mounted rider can take a short rest while on the move.
- If a PC's mount isn't present in a scene, but the mount could reasonably reach the PC, they can give the GM a **Fear** to whistle for any number of mounts, involving them in the scene.
- While mounted, PCs can move within Far range and can use the following abilities:
  - ***Charge:*** Make a Strength roll. On a success, you move in a line to Far range, passing through any adversaries in your path.
  - ***Serpentine:*** When you are targeted by an attack, while mounted, you can **mark a Stress** to make an Instinct reaction roll. On a success, you gain a bonus to your Evasion against the attack equal to your tier.
  - ***Spurs:*** Make an Agility Roll to move within Very Far range.

FIREARMS

The only Western symbols to rival the status of the cowboys are the guns wielded by them. The firearms contained in this supplement trigger off a variety of character traits, allowing any class the opportunity to become a gunslinger.

Gun Safety for GMs

While it might be tempting to have everyone with full holsters, keep in mind how having a party of PCs with primarily ranged attacks will change your encounter design and adversary choice.

Warbringer Revolver

PRIMARY WEAPONS

Name	Trait	Range	Burden	Damage	Feature
Snubnose Revolver	Agility	Close	One-Handed	**Tier 1:** d8+2 phy **Tier 2:** d8+5 **Tier 3:** d8+8 **Tier 4:** d8+11	**Lucky Bullet:** On a successful attack, you can roll an additional damage die and discard the lowest result.
Warbringer Revolver	Finesse	Far	One-Handed	**Tier 1:** d6+3 phy **Tier 2:** d6+5 **Tier 3:** d6+8 **Tier 4:** d6+10	**No Peace:** When you deal Severe damage, your target becomes temporarily *Vulnerable*.
Arcpistol	Knowledge	Far	One-Handed	**Tier 1:** d6+1 mag **Tier 2:** d6+3 **Tier 3:** d6+6 **Tier 4:** d6+10	**Spellshot:** +1 bonus to Spellcast rolls.
Scoped Rifle	Instinct	Very Far	Two-Handed	**Tier 1:** d8+2 phy **Tier 2:** d8+5 **Tier 3:** d8+8 **Tier 4:** d8+11	**Longshot:** You have a +2 bonus to attack rolls against adversaries at Far range or farther.
Bolt Action Rifle	Finesse	Very Far	Two-Handed	**Tier 1:** d8+2 phy **Tier 2:** d8+5 **Tier 3:** d8+8 **Tier 4:** d8+11	**Piercing Round:** When you deal Major damage, you can mark a Stress to make your target become temporarily *Vulnerable*.
Sawed Off	Strength	Very Close	One-Handed	**Tier 1:** d6+1 phy **Tier 2:** d6+3 **Tier 3:** d6+6 **Tier 4:** d6+9	**Wide Spread:** When you make an attack roll, choose a target within range and make an attack roll against all creatures within Melee range of your target.
Slug Gun	Strength	Close	Two-Handed	**Tier 1:** d10+1 phy **Tier 2:** d10+3 **Tier 3:** d10+6 **Tier 4:** d10+9	**Double Barrel:** When you succeed on an attack against a target, you can spend a **Hope** to change your damage die to a d12.
Lever-Load Rifle	Presence	Far	Two-Handed	**Tier 1:** d6+2 phy **Tier 2:** d6+5 **Tier 3:** d6+8 **Tier 4:** d6+11	**Rapid Fire:** You can mark a Stress to target an additional adversary within range with the same attack roll.
Pocket Pistol	Presence	Very close	One-Handed	**Tier 1:** d4+2 phy **Tier 2:** d4+5 **Tier 3:** d4+8 **Tier 4:** d4+11	**Bang! Bang!:** When you damage a target within melee range, the damage die is a **d6**.

Lever Action Rifle

WESTERN SET PIECES

The two environments in this section evoke some of the most quintessential Western set pieces, namely the horseback train chase and the wild run through a canyon beset by snipers.

RIFLE CANYON RUN

Tier 2 Traversal

A deep and narrow canyon filled with high vantage points, perfect for snipers.

Impulses: Pin down, riddle 'em with bullets, don't let them escape

Difficulty: 14

Potential Adversaries: Outlaws (Bandits, Pirates Skeletons), Minor Fire Elemental, Merchant, Swarm of Rats)

Features

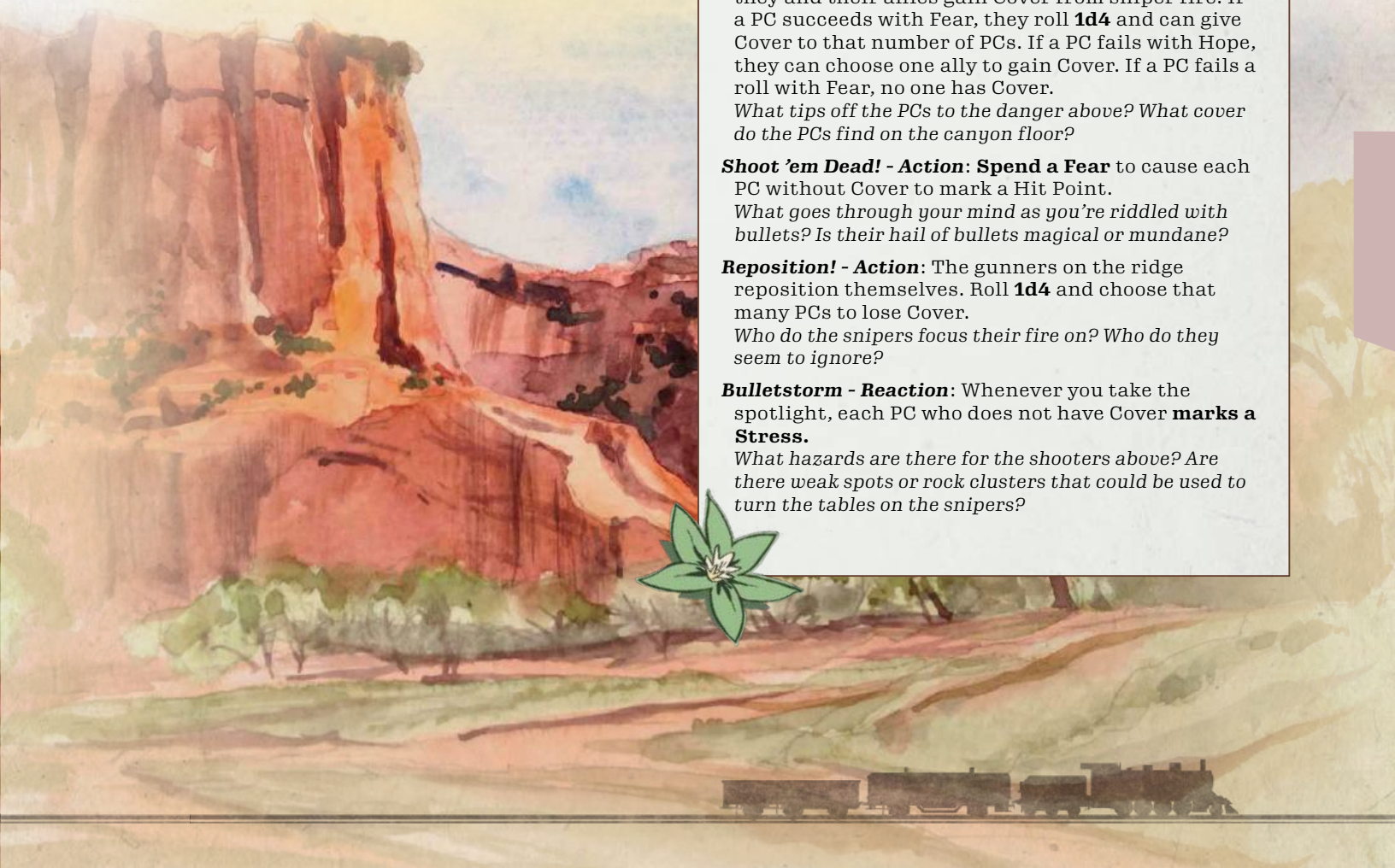
Canyon Run - Passive: As the PCs make their way out of the canyon, they must help one another get from one point of cover to another. When this environment is introduced, start a Canyon Run Countdown equal to the number of PCs+1. The die ticks down every time the PCs succeed on an action roll to get their party through the canyon, while avoiding a hail of sniper fire. When the countdown triggers, the PCs escape the canyon.
What stone forms the winding canyon? What sounds echo through its narrow walls?

Get to Cover! - Passive: When a PC makes an action roll to move the party through the canyon, all PCs lose Cover. If a PC succeeds with Hope on their roll, they and their allies gain Cover from sniper fire. If a PC succeeds with Fear, they roll **1d4** and can give Cover to that number of PCs. If a PC fails with Hope, they can choose one ally to gain Cover. If a PC fails a roll with Fear, no one has Cover.
What tips off the PCs to the danger above? What cover do the PCs find on the canyon floor?

Shoot 'em Dead! - Action: **Spend a Fear** to cause each PC without Cover to mark a Hit Point.
What goes through your mind as you're riddled with bullets? Is their hail of bullets magical or mundane?

Reposition! - Action: The gunners on the ridge reposition themselves. Roll **1d4** and choose that many PCs to lose Cover.
Who do the snipers focus their fire on? Who do they seem to ignore?

Bulletstorm - Reaction: Whenever you take the spotlight, each PC who does not have Cover **marks a Stress.**
What hazards are there for the shooters above? Are there weak spots or rock clusters that could be used to turn the tables on the snipers?



MOUNTED TRAIN CHASE

Tier 2 Event

Outlaws have stolen a train full of gold! Mount up and board it before they hit the tunnel!

Impulses: Keep them busy, stoke the engine, outgun the heroes

Difficulty: 14

Potential Adversaries: Outlaws (Bandits, Archer Squadron, Assassins, Giants, Minotaur Wrecker, Merchant Baron, Masked Thief)

Features

Getaway Train - Passive: When this environment is introduced, start a Getaway Train Countdown (10). The die ticks down every time the GM takes the spotlight. If it triggers before the PCs have boarded the train, it escapes across a bridge, which the bandits detonate behind them, cutting off pursuit.
What fuel does the train run on? Coal? Something more exotic? What state of repair is the train in?

Mounted Pursuit - Passive: Start a Mounted Pursuit Countdown (6). This die ticks down whenever a PC succeeds on an action roll to catch the train. When the countdown is above 3, the PCs are considered to be at Very Far range for the purposes of attack and spellcast rolls. When the countdown is 3 or lower, the PCs can choose to be anywhere from Far to Close range of the train. If this countdown triggers before the Getaway Train Countdown, the PCs must succeed on a Strength Reaction Roll or they mark a Stress, as they leap onto the train... and likely into a gunfight with these outlaws.
What landscape surrounds the train tracks? What environmental tools might the PCs employ along the way to get an edge on the outlaws?

Rooftop Gunners - Action: Gunners are firing from the roof! Place 4 tokens on this stat block when the PCs enter this environment. **Spend a Fear** to choose a number of targets equal to the number of the tokens to make an Agility Reaction Roll. PCs that fail mark a Hit Point. PCs who succeed mark a Stress. Instead of making an action roll to lower the Mounted Pursuit Countdown, a PC can make an attack roll against the gunners. On a success, remove a token. On a critical success, remove 2 tokens.
Are the outlaws disciplined and effective, or rowdy and unpredictable? What firearms are they wielding?

Train Robbers - Action: Roll a d6 and introduce the obstacle matching the result on the list below, then ask the PCs what they do in response. You can **spend a Fear** to choose an option instead of rolling.

1. The outlaws fire a mounted machine gun, dealing **2d8+6** physical damage to one of the PCs. That PC rolls with disadvantage until they succeed on an action roll with Hope.
2. The outlaws fill the engine with fuel, giving them a boost. Each PC must make a reaction roll. If the majority of the PCs succeed, tick the Mounted Pursuit Countdown down. If the majority fail, tick down the Getaway Train Countdown. If all of them fail, tick down the Getaway Train Countdown and tick up the Mounted Pursuit Countdown.
3. The outlaws release the caboose! Each PC must succeed on an Agility Reaction Roll or mark a Hit Point. If all PCs fail, tick the Mounted Pursuit Countdown up 1. If you roll this result again, add a Gunner token to this statblock.
4. A Gunner climbs on the roof. Add a Gunner token to this stat block.
5. A bandit leaps onto a PC, trying to dismount them. The PC must succeed on a Strength or Agility reaction roll or they take a –2 penalty to all rolls until they mark a Stress to knock the bandit off them.
6. The bandits start throwing firebottles, erupting in a wall of flame between the PCs and the train. Each PC must succeed on a Strength or Presence Reaction Roll to control their mount and leap through the flames, or they mark a Stress. If the majority of PCs fail this roll, tick the Mounted Pursuit Countdown up 1.

What other hazards or obstacles stymie the PCs? How can those hazards be used to play up the strengths of the heroes? What happens to the PCs' mounts after the PCs leap onto the train?